PlayStation

NTSC U/C

THE FLINTSTONES™ BEDROCK BOWLING™

CARTOON NETWORK™
CartoonNetwork.com

SOUTHPEAK™ INTERACTIVE

EVERYONE
CONTENT RATED BY ESRB

SLUS-00931
Part No. 153936

WARNING: READ BEFORE USING YOUR PLAYSTATION ® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history on prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial product or peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disk clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

THE FLINTSTONES™ BEDROCK BOWLING™

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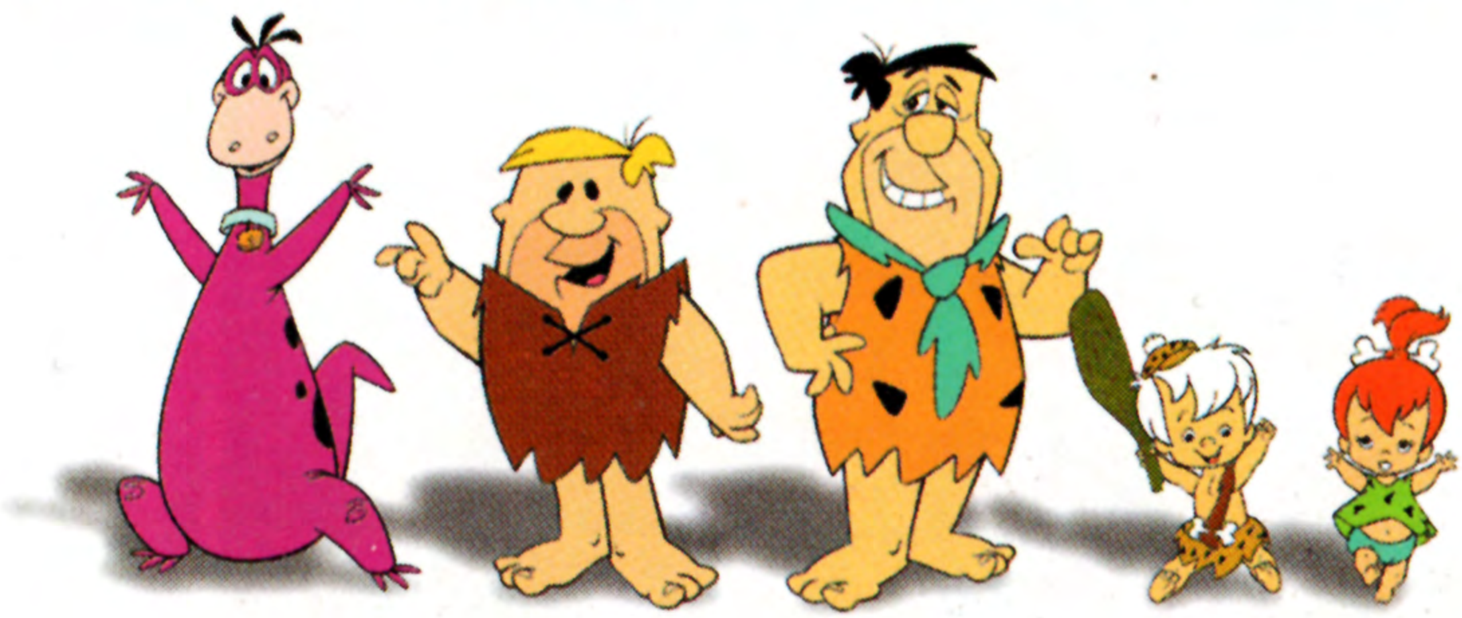
LET'S GO BOWLING-GAZOO STYLE

Fred's ready to go bowling, but his boss, Mr. Slate, is making him work overtime at the Quarry. So how are Fred and Barney going to practice for their bowling tournament this upcoming weekend? No problem – thanks to their space-alien pal Gazoo!

Gazoo transforms the whole town into twelve giant bowling lanes so that Fred and Barney can practice while they're on the job. Gazoo also turns the bowling balls into bowling shells, making them larger and cutting them in half, so Fred and Barney can ride down the bowling lanes. Pebbles, Bamm-Bamm and Dino can play too!

You pick the character you want to be – Fred, Barney, Bamm-Bamm, Pebbles or Dino – and take a ride through Bedrock, Gazoo Style. You can knock over bowling pins and pick up collectibles and other objects along the way. Try to qualify for the bonus lanes and find the hidden lane. Be sure to watch **out for obstacles like lava pools and troublesome animals.**



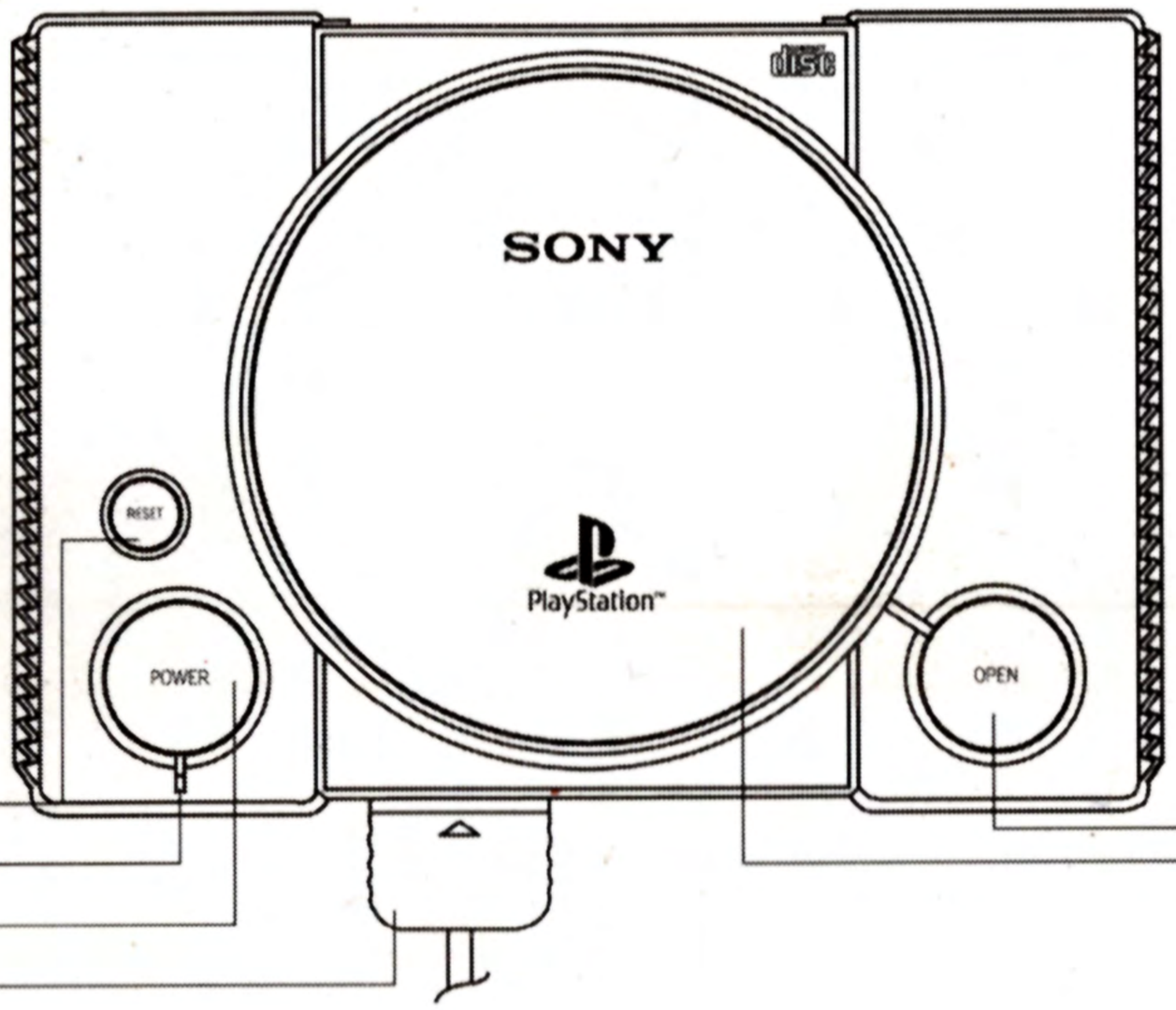
As you improve your bowling by playing Medium and Hard difficulty levels, you will have *the opportunity to play additional lanes not available on the Easy level.*

CONTROLS FOR THE PLAYSTATION® GAME CONSOLE

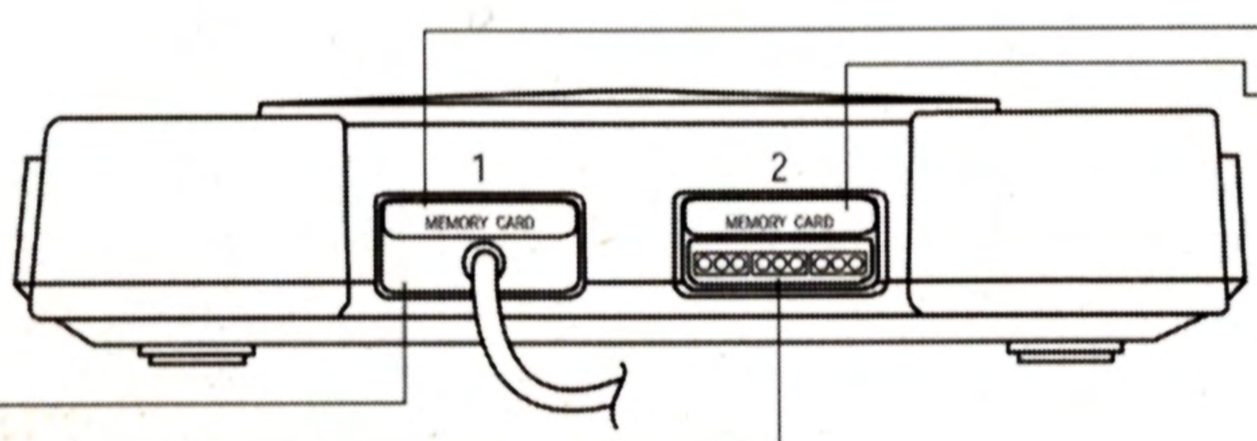
Follow these instructions to set up your PlayStation® game console to play Bedrock Bowling:

1. Set up your game console according to the instructions in its Instruction Manual.
2. Be sure the power is off before you insert or remove a compact disc.
3. Insert the Bedrock Bowling disc and close the disc cover.
4. Insert game controllers and turn on the PlayStation game console. Follow the on-screen instructions to start the game.

Top View



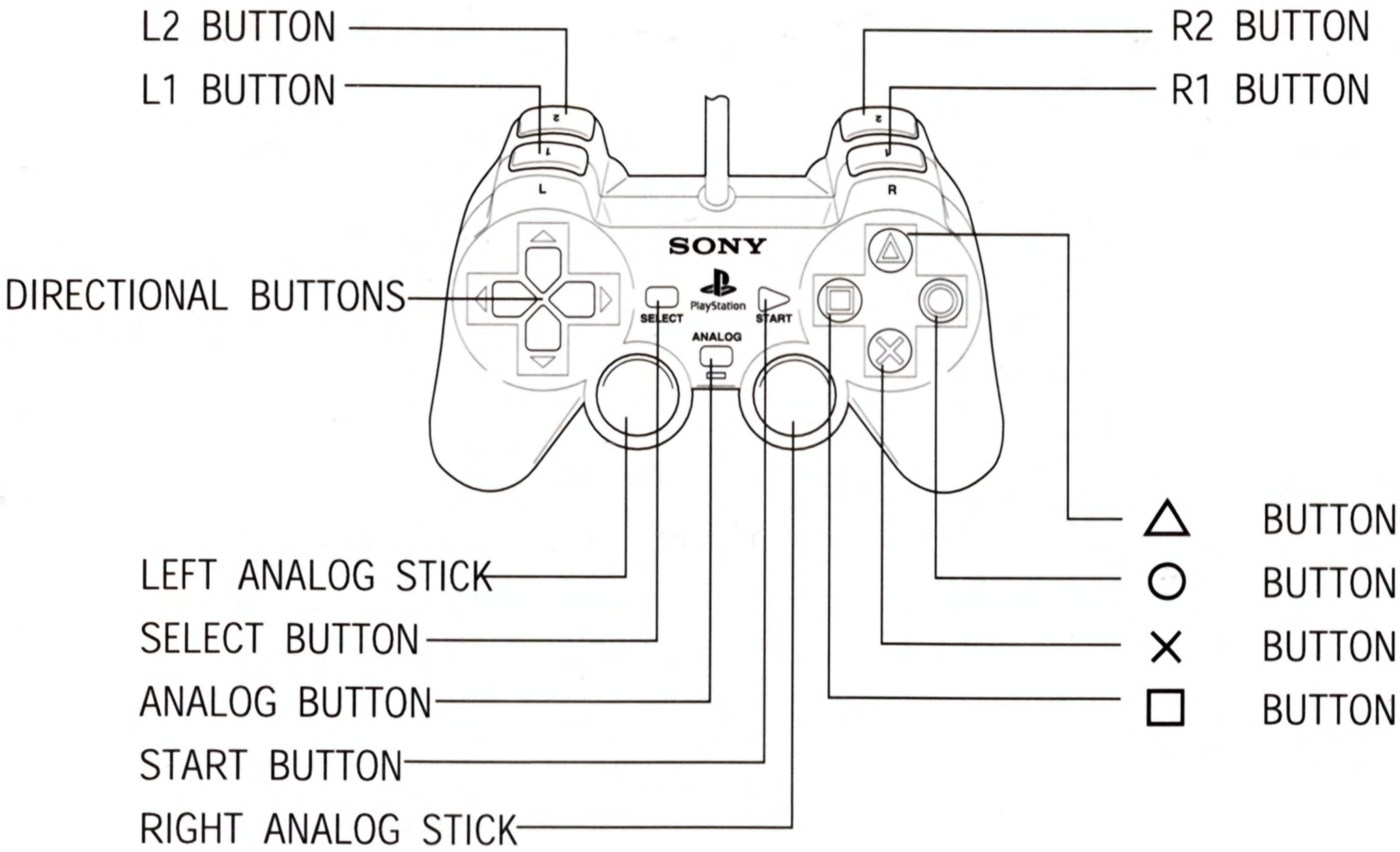
Front View



The following figure illustrates how your controls are used in Bedrock Bowling.

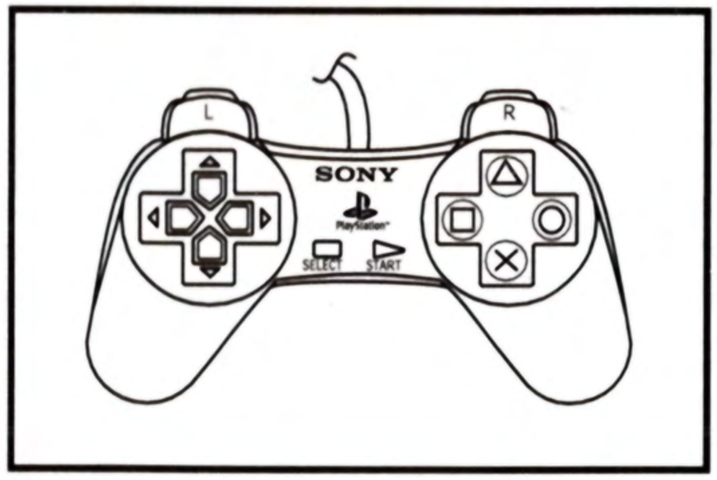
The vibration and analog right or left stick options are supported in this game.

Dual Shock Analog Controller



NOTE: Compatible only in Digital and Analog mode
or
Compatible only in Digital and Vibration mode
or
Compatible only in Digital mode

NOTE: You may have a controller that looks like this,
if so please follow the digital instructions outlined above.



BEDROCK BOWLING CONTROLS

In Bedrock Bowling, all controls are camera-relative, which means that when you use the controls, think of yourself as being in the position of the camera. Pushing the right button will move Fred to your right. Pushing the left button will move Fred to your left. The X button will give you "turbo" speed.

QUITTING A GAME BEFORE YOU'RE FINISHED

If you need to quit a game, you can do so in two places. If you are in the middle of a lane, press the START button. You will be presented with three choices: Continue, Options and Exit. Just choose Exit. If you have finished a lane, you will be shown the Score Screen. From this screen, you will have the choice to Exit as well. This screen also provides you with all the information about your score and the choice to Continue, Replay or Save your game.

If you want to save your game, just select the Save option. You will be returned to the Score Screen.

HOW DOES THE GAME WORK?

Less experienced players and gaming experts alike will enjoy playing Bedrock Bowling. And you can play it alone or compete against three of your friends. When you come to a new lane, Gazoo will show you a picture of the lane and give you a few hints before you start playing. To win, try to achieve the best score by hitting as many bowling pins, gems and birds as possible. All lanes, except for the Bonus lanes of Pool and Lodge, have an early finish line and a late finish line. Your turn will end at the early finish line if you do not collect all three Dodo birds in the lane. If you do collect the three Dodo birds, you will be given "extended play", meaning you can play an additional section of the lane and collect more pins and gems to increase your score.

To qualify for the The Rubble's Backyard Pool Bonus lane, you must get the "extended play" in each of the first four lanes. To qualify for the Water Buffalo Lodge Bonus lane, you must get the "extended play" in lanes six through nine. The bonus lanes have a time limit so collect everything as quickly as possible!

STEERING AND CONTROL

Use the right and left directional buttons to maneuver through the lane (You can use the up and down directional buttons on the Pool and Lodge Bonus lanes only since you have to maneuver 360 degrees). The X button is "turbo" speed.

DIFFICULTY LEVELS

You can pick from three levels of difficulty: Easy, Medium, and Hard. The pins, gems and birds will be placed in more difficult locations according to these difficulty levels. If you're playing with someone else, the game will be scored at the easiest level selected by a player. For example, if one player chooses the Hard level and the other player chooses Easy, both players will play at the difficulty level they chose, but their scores will be calculated as if they were both playing at the Easy level.

As you would expect, playing at greater difficulty levels brings the biggest rewards. Here's how it works.

EASY Bedrock Bowling automatically starts players at this level of difficulty unless they select another level from the Options menu. Invisible guardrails (walls) are at dangerous places to help keep you inside the lanes. Pins and collectibles are relatively easy to get.

Players at this difficulty get two rolls (or tries) per lane. After two rolls, even if you don't make it all the way through the lane (gutter-ball), Gazoo will take you to the next lane. When you play at this level with a friend, you may win some of the lanes, but the winner of the game is whoever has the most total points. When you play the Easy level of difficulty, Gazoo has two bonus lanes you can play, Pool and Lodge. You just have to get the "extended play" in the previous lanes to qualify for them. See "How Does the Game Work" on the previous page for details.

MEDIUM Invisible guardrails (walls) are around the most dangerous places, but not at every turn, so be aware. Pins and collectibles are somewhat difficult to get. At this level of difficulty, you get two rolls per lane. Just like in Easy, after your

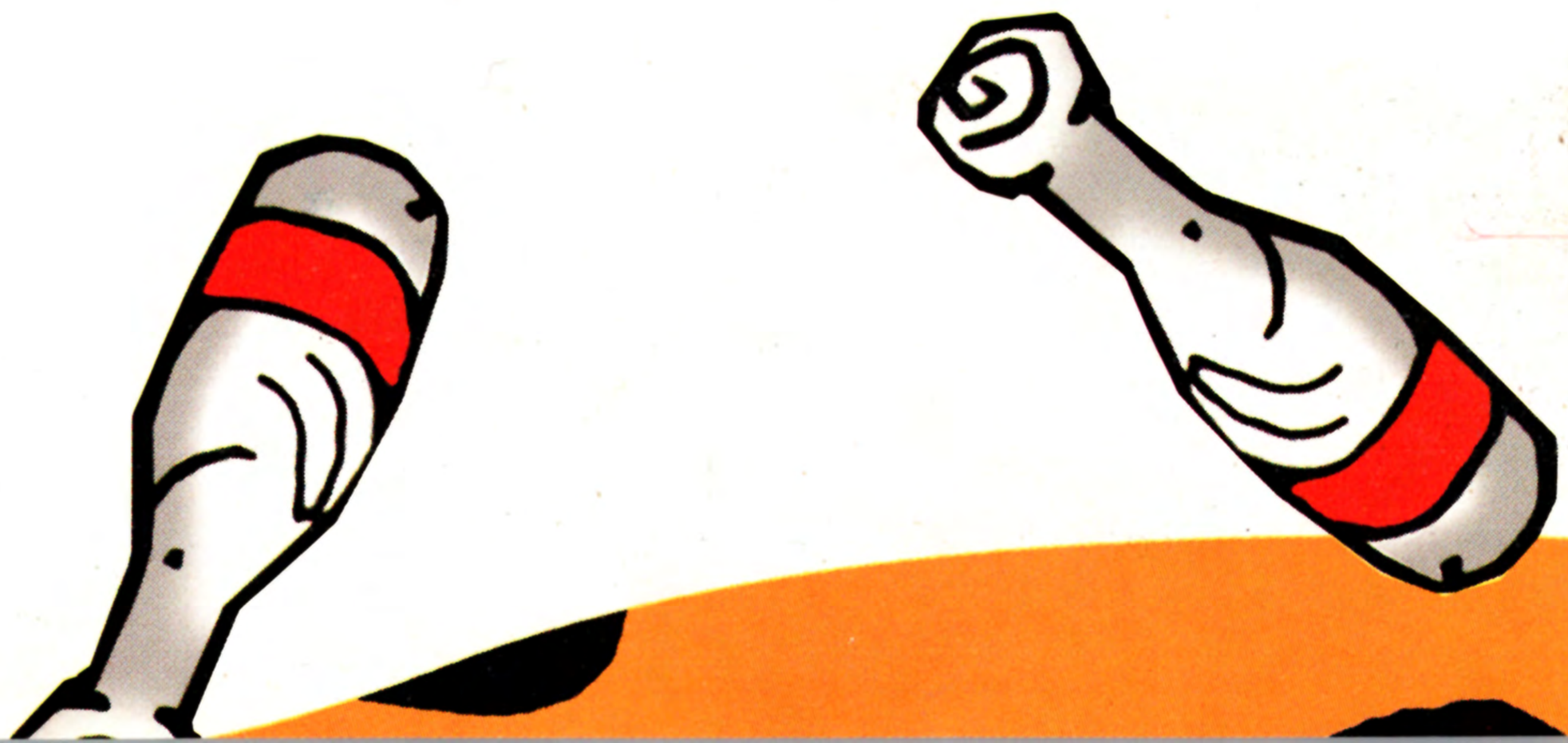
second roll you will be taken to the next lane regardless of whether you completed the lane.

Gazoo has added an extra lane to play in this difficulty setting: Zetox.

HARD There are almost no invisible guardrails (walls) to protect you from danger. Pins and collectibles are harder to get.

As with Easy and Medium difficulty, players start with two rolls per lane, but if you gutter-ball twice on a lane, your game is over. The Pool and Lodge bonus lanes are available if you qualify for them, but in this difficulty level, there will be less time in these bonus lanes for you to collect all the items.

Zetox is available for completing the first ten lanes. If you collect all the birds in the entire game, Gazoo will send you to his secret lane on his Asteroid.



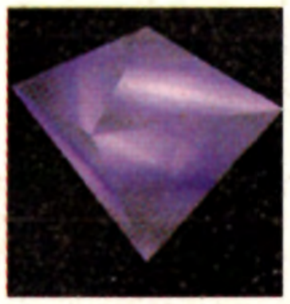
BOWLING PINS, BONUS CREATURES & COLLECTIBLE GEM STONES

THE GAME OFFERS YOU THREE CATEGORIES OF THINGS TO KNOCK OVER OR PICK UP FOR POINTS

BOWLING PINS - These are what you want to collect most and since there are ten pins in every lane, they are worth the most points in the game. You hit them just like in regular bowling!

DODO BIRDS - These are much less common and harder to hit than bowling pins. There are only three per lane. You'll need to use some skill or perhaps an animal or machine to help you hit these creatures.

Hitting all three Dodo birds in a lane qualifies you for "extended play." See the section, "How Does the Game Work" for more details.



COLLECTIBLE GEMS - As you travel through the lanes, keep your eyes peeled for gem stones for extra points.

GAZOO - If you see Gazoo in the lane, collect him! He will give you extra bonus points.

ROAD SIGNS

DIRECTION SIGNS - These tell you which direction the lane turns.

U-TURN - This sign tells you that you can move in all directions: right, left, up and down. So explore these lanes for pins and gems. There are two lanes that allow you to navigate 360 degrees: The Rubbles' Backyard Pool and the Water Buffalo Lodge.

HAZARDS

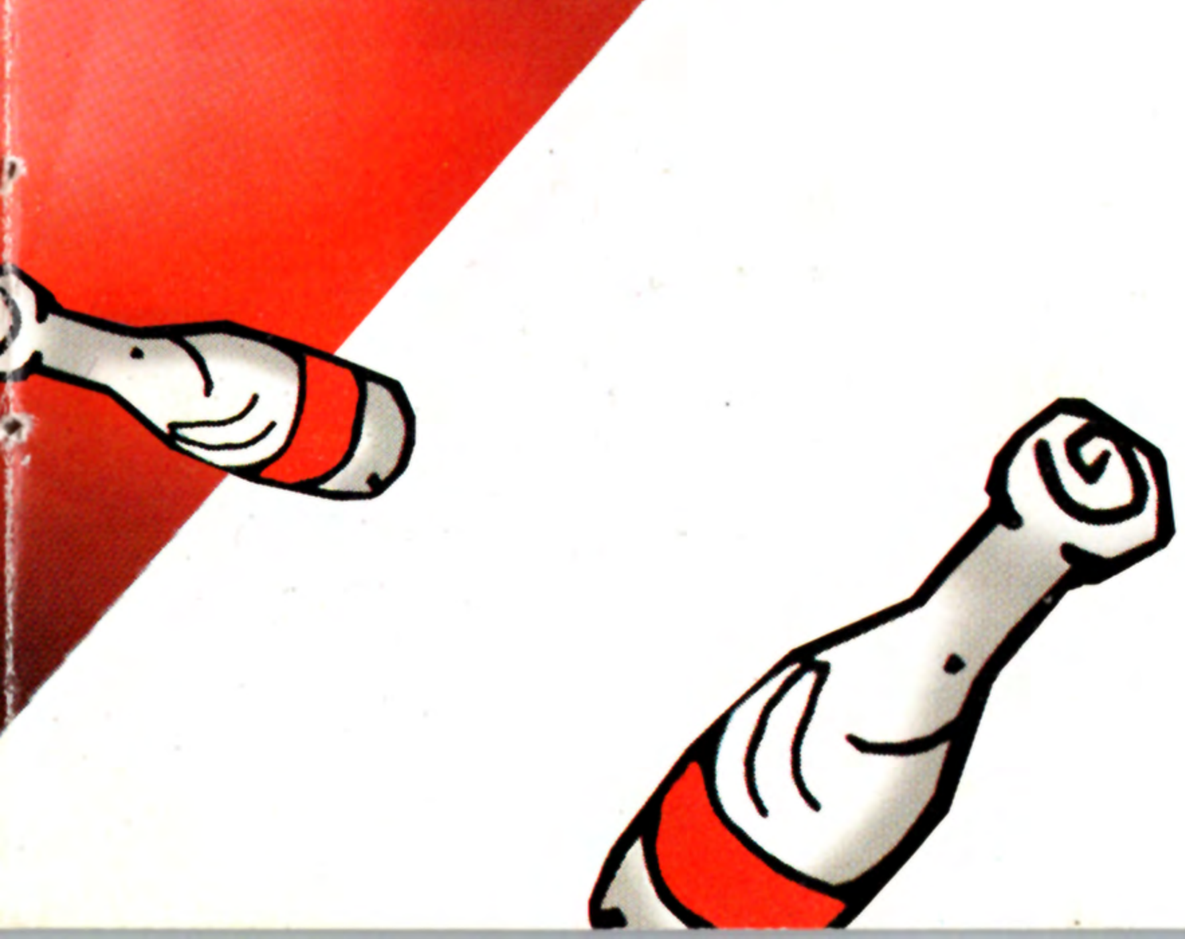
ACCORDING TO DIFFICULTY

Water will usually gutter-ball you, unless there is a bridge over it or if it is in the form of a geyser. Geysers and Mammoth waterspouts will lift you up.

Lava ponds and sulfur pits will gutter-ball you.

Most animals will push and shove you around the course, sometimes off the lane.

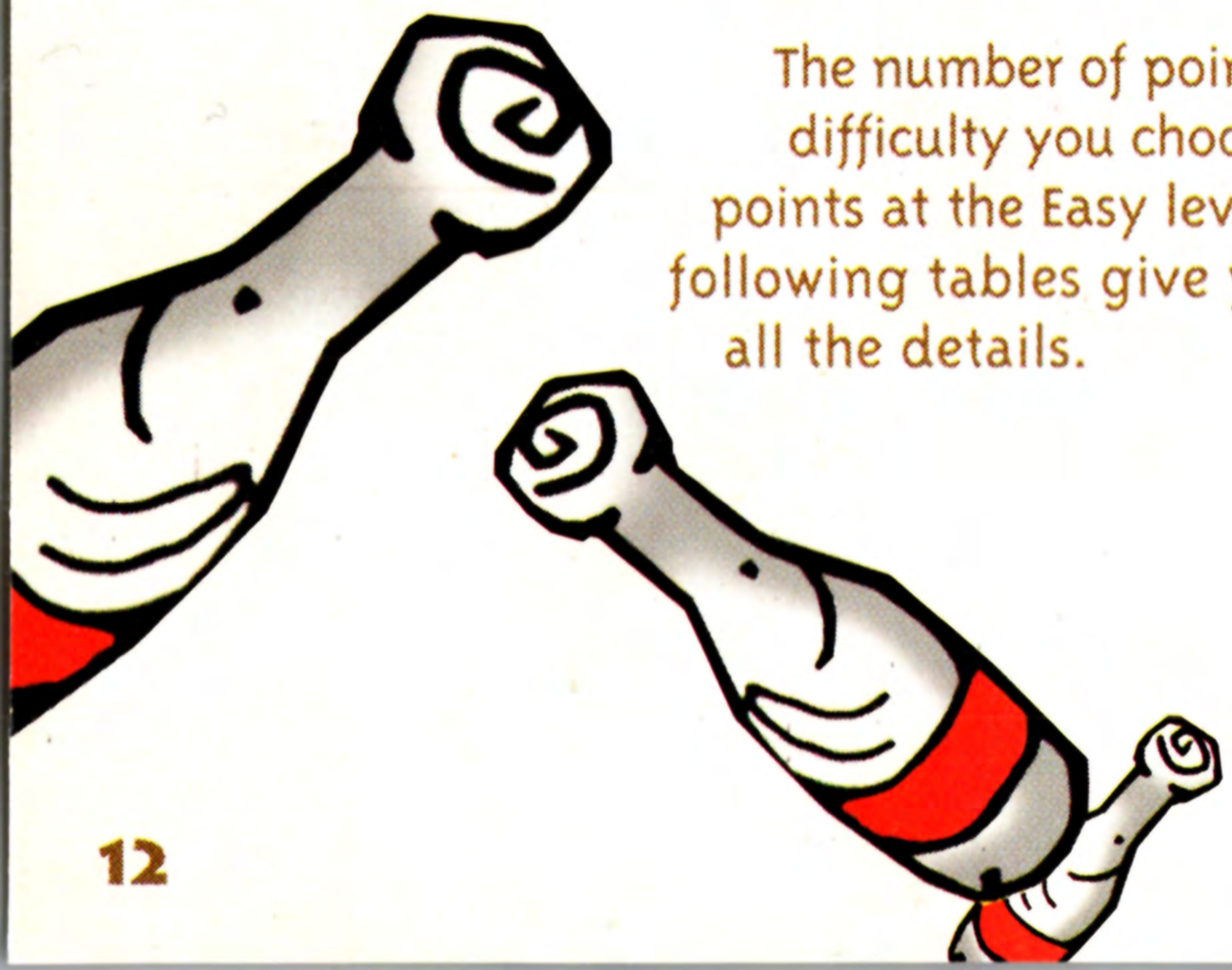
Kegs are usually a hindrance and will propel you in unpredictable paths... but sometimes they may be helpful.



SCORING

Your total game score is the sum of the scores you get on each lane you bowl. When you finish a lane, a Score Screen will tell you how you did. If you're playing by yourself, press the X button to bring up the next lane. If you're playing with someone else, it will be the other person's turn to try the lane you just finished.

If you don't finish a lane in one roll, you will get a second roll (spare) to try again. If you are playing in the Easy or Medium difficulty mode and you run out of rolls, your turn for that lane is over. You can then continue to the next lane. On the Hard difficulty setting though, your game will end when you gutter-ball twice in the same lane. You'll be taken to your lane score screen and then to the Final Score Screen where your final score for the game will be displayed.



The number of points you score depends on the level of difficulty you choose. As you might expect, you score fewer points at the Easy level than you do at the Hard level. The following tables give you all the details.

IN-GAME SCORING

DIFFICULTY LEVEL	EASY	MEDIUM	HARD
GEMS	5	10	20
DODO BIRDS	100	200	400
BOWLING PINS	200	400	800
GAZOO	500	1000	1500

FINISH-LANE BONUSES

DIFFICULTY LEVEL	EASY	MEDIUM	HARD
STRIKE BONUS	1000	2000	4000
GEM BONUS	500	1000	2000
DODO BONUS	500	1000	2000
YABBA-DABBA-DOO™ BONUS	2000	4000	8000
TIME BONUS (Pool / Lodge)	10/SEC	20/SEC	30/SEC

Strike Bonus – When you knock over all the pins in a lane.
Gem Bonus – When you collect all gems in a lane.
Dodo Bonus – When you hit all Dodo birds in a lane.
Yabba-Dabba-Doo™ Points – When you hit all of the above collectibles in a lane.
Time Bonus – In the Pool and Lodge lanes, you can get extra points for each second left on the clock after you've collected all items in the lane.

SAVING YOUR BEST HIGH SCORE

The game will save (with a MEMORY CARD) your best high score, the Flintstones character you played and the level of difficulty. After the game is over (after the trophy screen) a Dialog Box will appear asking:

"Do you want to see if you got the high score? Yes/No"

If "No", the game will continue to the end of the game and then to the Main Menu. If "Yes", the game will take you to the MEMORY CARD interface. It will ask you to load from one of the MEMORY CARD slots. If you cancel out of the Save Sequence, then you will continue to the end of the game and return to the Main Menu.

Example: (playing on Medium difficulty)

High Scores
Hard - Fred - 123,590
Medium - Fred- 120,040
Easy - Fred - 115,980

Your Medium - Fred - 123,220 score is a new high score! You will be asked:

"Would you like to save your high score? Yes/No"

If "Yes", you will go to the MEMORY CARD interface and then on to the Main Menu. If you do not choose to save, you will go to the end of the game and then back to the Main Menu.

If you didn't get the high score on your most recent game, it will display the best high score saved and you will see that your score does not qualify. Continue (X button) will take you to the end of the game and to the Main Menu.

WHAT DOES THE INTERFACE & MENUS LOOK LIKE?

EVERY LANE YOU VISIT WILL LOOK DIFFERENT, BUT CERTAIN FEATURES OF YOUR SCREEN STAY THE SAME

SCORE - This is your current score in the lane. It does not include bonus points. This will be located in the top left hand corner as you play the lanes.

DODO BIRDS - This image appears with each Dodo bird you collect. These images will appear in the middle, top portion of your screen as you play the lanes.

PIN COUNTER - This displays how many pins you have hit on the current lane. Every time you hit a pin, one of the circles will change color. This will be located in the top right-hand corner as you play the lanes.

TIMER - The timer only appears on the Pool and Lodge Bonus lanes. Collect all the items in these two lanes before time runs out.

EXTENDED PLAY - This will appear after you've hit the third Dodo bird in the lane. You will be given an additional section of the lane to play so you'll be able to collect more pins and gems to increase your score.

MENU OPTIONS

When the game first starts, you'll see a screen with these choices:

START Select this to start bowling. When you select Start, you'll see a Character screen. Select the character you want to be: Fred, Barney, Pebbles, Bamm-Bamm, or Dino.You will also select a Difficulty level here. You can select Easy, Medium, or Hard. To play a multiplayer game, the user presses the □ button to add up to three characters. Each player can choose a character and difficulty level.

OPTIONS Select this to get to the Sound and Setup menus.

In the Sound menu, you have these choices:

SOUND MODE Select mono or stereo.

MUSIC VOLUME This setting controls the volume of the music in the game. Select OFF or a value between 1 and 10.

SFX VOLUME This setting controls the volume of the sound effects in the game. Select OFF or a value between 1 and 10.

In the Setup menu, you will be able to alter controller setups.

After you've changed the settings you want, hit the "Accept" button. Selecting the "Cancel" button prevents any setting you've made from taking effect.

LOAD GAME Select this to load a game that you saved earlier.

BEDROCK BOWLING LANES

Gazoo has some surprises in store for you as you bowl your way through the Bedrock Bowling Lanes. Every lane is different. Remember, when you play Hard difficulty level your game will end if you roll two gutter balls in the same lane, but you'll also get to visit the hidden lane which you cannot do on Easy and Medium difficulty levels. When you start a new lane, Gazoo will show you a picture that gives you the layout of the lane and he'll give you hints to help you succeed. Here's a preview of what the lanes are like:

GRAVEL FACTORY

A bowling lane in a rock-crushing plant—that Gazoo certainly has a strange sense of humor! This place is tricky. Pay special attention to the conveyor belts or you'll find yourself getting pulled all over the place.

QUARRY

This is the Quarry where Fred works. Traveling through this lane will help you become familiar with the features of the game. Keep an eye out for the dinosaur near the end of the lane. He'll help you finish.

FLOODED QUARRY

Now Gazoo has added water to a section of the Quarry you haven't seen yet! Stay out of the water and keep your eyes open for barrels full of explosives. Be careful around any animals you run into. Some are there to help you, but some are not so friendly.

TAR PITS

Yuck! Here's a sticky mess for you to get past. This lane is full of tar pits. Plan ahead to get past the pits. Follow the jumps and scaffolding. And to make things really interesting, this lane is crawling with creatures. Some won't bother you, but some of them have a serious attitude problem.

BONUS LANE – THE RUBBLES' BACKYARD POOL

Take a break from bowling and visit the Rubbles' backyard pool. To see this lane, you'll need to have qualified for the "extended play" on the previous four lanes. This lane poses new challenges for you. You'll be able to move your Flintstones character in all four directions. To gain speed, move back and forth against the pool walls. Try to collect as many pins and gems as you can before the timer runs out.

BEDROCK FREEWAY

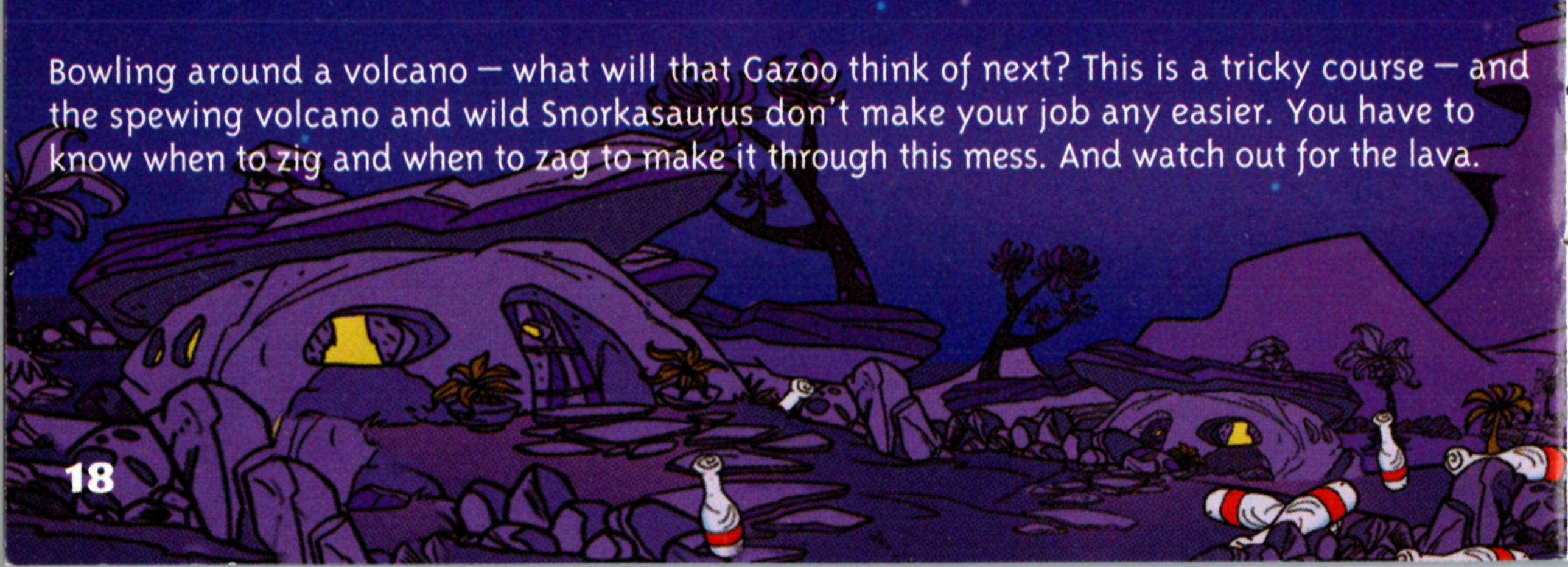
There's nothing like a little rush hour traffic to make a game more interesting, is there? To get home, you must dodge the traffic and the road construction. This is definitely a test of your reflexes – one false move and it could be crunch time – ouch!

CRYSTAL MINE

Whoa – you're in for a wild underground ride! It gets steeper as you head down into the mine, so be ready. Stay sharp! It's not just the paths that are tricky – some of the creatures down here are definitely out to get you.

LAVA

Bowling around a volcano – what will that Gazoo think of next? This is a tricky course – and the spewing volcano and wild Snorkasaurus don't make your job any easier. You have to know when to zig and when to zag to make it through this mess. And watch out for the lava.



ROCKZILLA

Feel like a movie? You'd better, because you're in one now! Rockzilla is not going to make it easy for you to get through this lane and back out of the movie. Lightening quick reflexes are your best defense here.

BONUS LANE – WATER BUFFALO LODGE

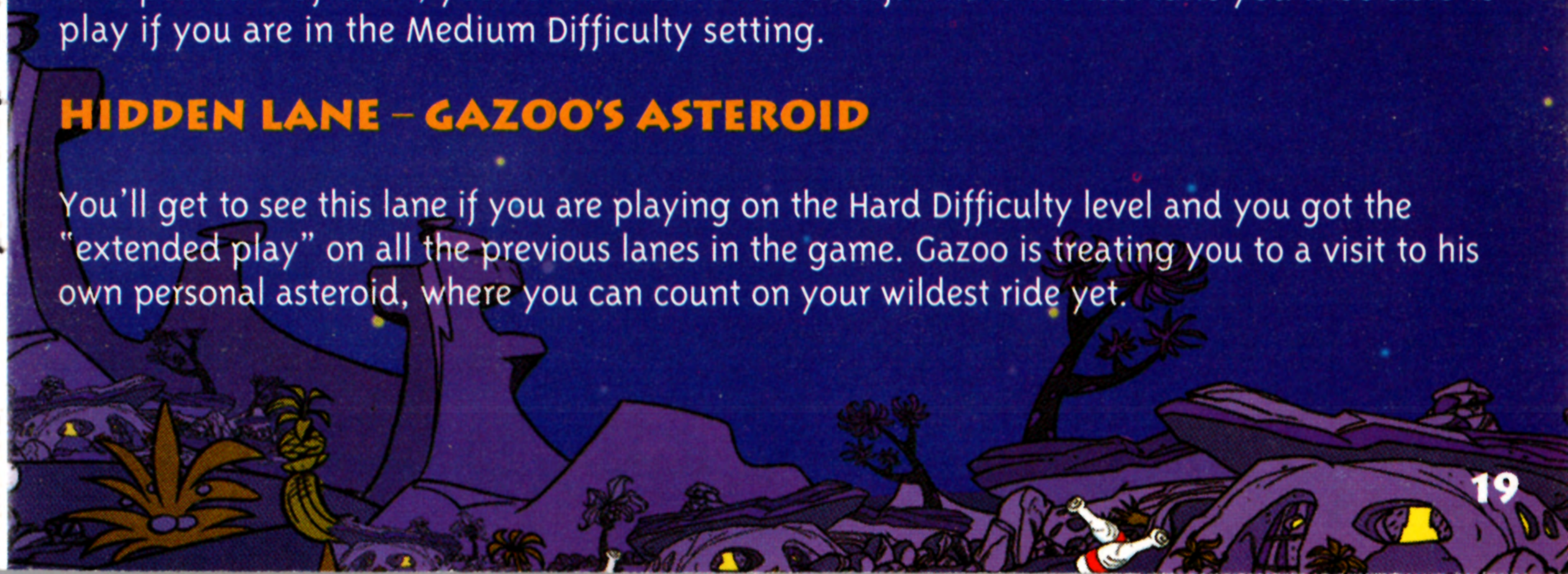
To see this lane, you'll need to have qualified for the "extended play" on the previous four lanes. You'll be able to move your Flintstones character in all four directions again, just like in the Pool. Collect all the pins and gems you can before time runs out, but it won't be easy. Watch out for the Pre-historic Buffalo, because he is out to get you! By moving back and forth to gain speed, you can reach the center platform. Snake coil bridges will spring you to the outer platforms. This is the last lane you'll be able to play if you are in the Easy Difficulty setting.

ZETOX

If you are playing in the Medium or Hard difficulty setting, this will be your next lane. Gazoo wants to show you what it's like to bowl on his home planet of Zetox. Expect the unexpected – after all, you're on Gazoo's home turf. This is the last lane you'll be able to play if you are in the Medium Difficulty setting.

HIDDEN LANE – GAZOO'S ASTEROID

You'll get to see this lane if you are playing on the Hard Difficulty level and you got the "extended play" on all the previous lanes in the game. Gazoo is treating you to a visit to his own personal asteroid, where you can count on your wildest ride yet.



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THE FLINTSTONES™ BEDROCK BOWLING™

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PlayStation®

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